



On-Set Dailies 2012 Winter Release

Release Notes

Colorfront On-Set Dailies™ User Guide
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2012 Winter Release

This document lists the new features, enhancements, improvements as well as bug fixes and database script changes from the last official Stable Release (build 4323) of Colorfront On-Set Dailies.

The On-Set Dailies 2012 Winter Stable Release builds are:

- Windows 7 - osd48XX_winter.msi
- Mac OS X - osd48YY_winter.pkg

Note: the entire feature and bug fixes list so far can be found in changes_stable.txt on Colorfront's On-Set Dailies download website.

Highlights

- Mixed-camera projects
- On-Set Dailies Background Render and render queue
- 4K video output, using DVS Atomix DVI, Atomix HDMI, and Red Rocket
- Sony F65RAW support, custom realtime 8K RAW to 4K demosaic
- Sony SRFile (SStP) format support
- Sony XDCAM EX, Canon C300, Panasonic P2, and GoPro format support
- Tangent Element Panel support
- ARRIRAW 4:3, anamorphic support for Alexa Studio camera
- Enhancement pack: Vignette, Gradient, BlurMix, Tilt, Grain tools.
- Waveform monitors and histogram analysis tools
- New Generation Stereography tool set with depth analysis and automatic correction
- Real-time stereo edge-based disparity waveform and histogram tools
- Color space conversion nodes for ACES workflow
- Automatic audio-sync with multiple units

..and several usability and stability enhancements, bug fixes. See details below.

Features/improvements

Camera Format Support

- Multi-camera projects / templates: grade template for each camera
- Sony F65RAW
- Sony SRFile (SStP)
- Sony XDCAM EX
- Canon C300
- Panasonic P2
- GoPro
- ARRIRAW 4:3, anamorphic support
- 3K++ debayer option enhancements for ARRIRAW
- 16 bit dpx support on input
- DPX YUV 10bit support.

Workflow

- OSD Background renderer / render queue mechanism
- MXF audio rendering is enabled from settings page. (requires different Avid import workflow!)
- New color management tools, including Color Conversion and ACES (IDT,RRT,LMT) nodes
- File sequence copy encoder for copying the first source media.
- Adding Copra deliverable to OSD
- Support for big LUTs (2x2x2 - 129x129x129)
- new DAX|D3 deliverable with auto-creation of FLEEx file next to the quicktime mov (DATABASE SCRIPT update!)
- Quicktime embedded audio support. Enable it on the setting page: audio/AudioOutput
- Audio sync with multiple units: user can choose which sound roll to use

Video IO

- DVS 4K video output, audio for DVS 4K (on Atomix DVI, Atomix HDMI, and Red Rocket)

Stereography

- New role added: stereographer
- Faster stereo matching upon loading NEW timelines
- New Stereography tool with depth analysis and auto-correction of misalignment
- New settings: stereo/EncodeMetadataSource. It controls what timecode/tapename should be in the rendered files, left eye or dominant eye (ALE update coming soon)
- Option to show Stereoscopic tools in 2D projects (so over/under material can be processed)

- New tool: Stereo de-fuse. It creates a stereo pipe out of an over/under or sidebyside image
- Analyze Depth tool
- Anaglyph and checkerboard stereo viewing modes

Metadata Handling

- Metadata encoders: Alexa XML, CDL and ALE renderer added
- You can force the keycode calculation from database with the FILM/KeycodeOnlyFromDatabase settings parameter.
- Exposing the HDRxMode on the RED tool HUD
- Support for Arri DCS lens metadata (.cus file). The files need to be placed in the media folder, OSD parses it recursively. You can burn in DCS information using:
 - \$arridcs:cameraspeed\$
 - \$arridcs:shutterangle\$
 - \$arridcs:iris\$
 - \$arridcs:zoom\$
 - ...
- Added the ClipNameStereo to the database, populated upon loading a NEW timeline.
- New ALETapeName option: source reel name taken from the arri raw header
- More options to generate FLEx files for DAX upload: transferDate, LabRoll
- Added tag to the encode.xml to control sound volume
- Save back RMD sidecar files (currently we only edit existing ones, RMD creation not yet supported)
- RED edge timecode support. (EdgeTimeCode keyword in burnins)
- Show scene/slate metadata for thumbnails in stillstore
- ARRI look and metadata import from prores media.

CDL and Look Management

- Much faster load if stillstore is large
- More quick look save: added shortcuts
 - ctrl+1 -> save quicklook
 - ...
 - ctrl+9 -> save quicklook
 - shift+1 -> recall quicklook
 - ...
 - shift+9 -> recall quicklook
- Show stillstore thumbnail names on storyboard stillstore view
- MakeupBox big timeline view using the numpad4 shortcut.
- Alt+middle mouse ==> direct jump on stillstore frame
- Added stillstore navigation keyboard hotkeys:
 - alt + shot step arrow ==> stillstore shot jump
 - alt + frame step arrow ==> stillstore page jump
- New ASC CDL tool
- Loading LUTs from lut folder under the project home and the current date as well

- Current Look name into ALE (LUTName field in the database)
- Auto-apply LUT based on name matching with metadata
- Saving .cube luts
- Import of Arri Look XML files into the "red" stillstore
 - Copy all XML files and a ref DPX (or Arri RAW in case of a RAW project) into the "looks" directory under the transfer date
- Arri Look XML export from daily stillstore with B
- More readable titles on CDL stillstore elements (larger adaptive font, drop shadow)
- Sorting of CDL files in the CDL stillstore
- ARRI Look color correction pipeline
- Printer Light grading tool
- Display the "id" attribute of the individual color corrections from a ccc file in cdl stillstore. Makes identification of looks easier.
- Stillstore auto-follow on/off setting to settings page

Conform

- new setting encode/IgnoreEDLGap not to render invalid/black/gap events
- Shift+F5 = Gap view (show reference movie if there is a gap on the EDL)
- Add confirm window when auto-sync is pressed on already synced timeline
- EDLConform: using the record length instead of the source length and 0 length clips skipped.
- Auto-detect missing shots when a cut (eg. an already conformed EDL) is loaded.
- Display "missing frames" for offline frames in case of partially online shots at EDL load
- New EDL tape matching option to match tapename to any custom database field

Usability

- Navigate in the list on the load page by pressing a character key
- Enhancement pack: Vignette, Gradient, BlurMix, tilt tools. (license constrained)
- Histogram/Waveform tools
- Jump to project/timeline in the load page by pressing the first character
- New settings for what nodes different roles are able to copy/drag from shot to shot: ColorGradingNodes, StereographyNodes, MasterNodes
- Selectable and copy-pastable text input fields
- click in text fields to initialize cursor
- Avid HD 145Mbit and Avid HD 36 encoders also support the fullrange keyword, use: `<Profile type="string">...fullrange...</Profile>`
- Duplicate project function (database scripts updated!)
- Project webpage is now customizable so that installing the new build does not destroy the changes. The user simply needs to rename customscripts.example.php to customscripts.php and add the custom php/html code there.
- Turn on/off console window from the settings page
- import grades from other Cut timeline (shift+G)
- ALE is now generated if Cut/EDL is loaded and rendered (database scripts changed)
- EDL deletion from the database within OSD

- Warning if render path is set such that generated files overwrite each other
- Leave the encode and project load page and the sound page by pressing ESC
- "Legalize" render path, replace illegal characters with (so one can use)
- Presets for QC comments (set the presets for the project in the settings/qc tab)
- DAX D3 render support on Mac
- New setting: encode/FileSequenceNumbering (this controls what the file numbering should be when rendering)
- Delete nodes from current/all shots without breaking node connections
- Enhancement: deleting selected nodes on the node page does not break processing pipeline
- faster DVE2D tool
- Auto-select the ArriLook tool if available
- Support for the 5213 film stock in keycodes.
- Audiofilefilter option in the audio tab: selective load of audio files
- FLEEx based auto cut (press tilde to access the feature)
- Faster parsing of file sequences
- Global postprocess after the render can access new keywords: IDsRendered, ShotsRendered, FramesRendered
- Load audio files from additional media paths, regardless where the media is coming from
- H264 QT chapter support on windows.
- QT: chapter and timecode track support for the h264 encoders for Mac.
- QT: chapter track for every quicktime encoder.
- Limiting template editing to Master role + show confirmation window
- Support for TransferDate on ALEGenerator web page.
- Support for Select only PDF report (setting in the setting page)

User Interface

- Timeline thumbnail sizes are saved
- Three last visited projects highlighted the same way as last visited takes or dates
- Encoder lists reorganised into popup menu.
- You can disable RedRocket acceleration in the Settings page.
- User setting to control Animation keyframes:
 - individual nodes
 - node groups (grade/transform/stereo)
 - global
- All messages are logged and optionally displayed in the console, window can be shown/hide with Shift + H
- Display what timeline (magazine, card, vtroll, edl, etc) is loaded (press U)
- New DINRound font as a new BurnIn font.
- Load page UI refinement
- Scrollable pages in the settings page (right drag)
- support tonemap curve as input in colorspaceconversion node
- Render progress bar
- Project settings accessible from OSD load page

- Renamed proxy to clone on the GUI
- CDL color wheels visible if Arri Look is active
- Fit node names into nodes on node page
- Movie framerate checking and give warning if mismatch.

Control Panel

- Tangent Element Panel support
- Support for CP-200 panel
- Wave: Alt+frame jump --> stillstore page jump
- Wave: Alt+shot jump --> stillstore shot jump

Beta Only Features (Not Included in Stable Build)

- Support of high frame rates (48 FPS, 60 FPS)
- Subtitle module with XML importer
- Multi-channel stereo video option
- Added gamma 2.6 and XYZ color space to CSC node

Important Notes

- NOTE 1: HyperThreading in the BIOS of the Z800 can be enabled now. If it is enabled, upgrade Avid Codec Pack to version 2.3.7, which is downloadable from the Colorfront download website (*AvidCodecsLESetup2.3.7.zip*)
- NOTE 2: Mac OS X 10.7 is supported
- NOTE 3: Upgrade Red Rocket driver and firmware to version 1.4.19 (driver), and to version 1.1.16.5 (firmware)
- NOTE 4: If formerly, manually created startup.xmls want to be used, then add "ForceStartupXML" parameter to the startup.xml files as follows:
`<ForceStartupXML type="bool">1</ForceStartupXML>`
- NOTE 5: Projects created with the 2012 Winter Release may not work properly when opened with an older OSD version, such as the 2011 Summer Release.
- NOTE 6: If there is a separate database server make sure to update the (xampp) DB scripts as well when upgrading.

Requirements for 4K and HFR video output

The new, 4K video output feature introduced in On-Set Dailies 2012 Winter Release requires specific video hardware and software to function.

Video output in 4K is supported on the following cards only: Atomix DVI or Atomix HDMI with the "Atomix 4K R/T" license, and the RedRocket, and the On-Set Dailies "4K" software license from Colorfront. HD-SDI 4K output requires the Breakout Box (BOB) for Atomix or Breakout Box for the RedRocket. Please note, that the existing Atomix LT card does not support 4K video output.

Video output in Stereo High Frame Rate (S3D HFR) at 48 or 60FPS in On-Set Dailies requires an Atomix DVI or Atomix HDMI with "Atomix Multi-channel and 3D/stereo" option, and the On-Set Dailies license "S2" from Colorfront. Please note, that the Atomix LT card does not support Stereo High Frame Rate video output. Note: The Stereo High Frame Rate functionality is currently in Beta, and not included in the OSD 2012 Winter Release.

Processing 4K or Stereo HFR material in On-Set Dailies also requires more processing by the CUDA card. Depending on the exact pipeline, the original Tesla card might not be fast enough for realtime processing. The dual-GPU GTX590 CUDA processor shipped in more recent systems is usually has the needed processing power for real-time in 4K and Stereo HFR. In some extreme situations, depending on the specific footage and the processing, dual cards of dual-GPU CUDA processing in an external PCIe expansion box might be required.

If you have specific questions about 4K video playback or Stereo HFR, please do not hesitate to contact Colorfront, at support@colorfront.com

Fixes

- OSD crashes if QT codec is not installed
- Overall performance optimization
- Warning only once about missing LUT
- Generate DVD ISO image under DVD deliverable path instead of project base path
- Auto-detect media length if MediaStartFileName and MediaEndFileName are both set to -1
- Timecodes like 24:01:02:01 are also uploaded into the edls table
- After Windows login OSD Background render service is not automatically started
- In case of multicamera project, colorspace list is duplicated in Process Template definition window
- Drag grade to the timeline in older project is not working
- Fix for redrocket 4k playback

- Reset in Stereo Tool (corner pin control reset)
- Reset BurnIn resets Opacity value to 0 instead of 100
- If a project is deleted, "Unable to load settings.." error message should not be displayed
- ccc load optimizations
- project page preferences did not work
- Scrolling is slow in case of long timeline in Storyboard view
- Load Long luxtore and timeline and exit multiple times caused bad thumbnails.
- Backslash character exchange to slash in all the path fields on Settings page at Windows path copy.
- Lastly defined quick look is not loadable by "Load" button in Quick Look window (shift+I)
- QC comments are loaded/saved when working on EDL timelines
- No more than 10 QC comments can be added to a shot
- Warning if no permission to properly allocate memory or writing the osd project folder
- OSD cannot load Red footage if last three digits of clip name is not 001
- Potential render crash fix.
- Timecode in thumbnails on the stillstore mismatches picture
- Primary color corrector Euphonix fix: page left/right controls trackball configuration
- CDLs are sometimes not imported in alphabetical order
- ArriLook import (corruption for some XML files)
- Embedded audio fix: if the timeline starts with quicktime without audio, then audio will not played for the whole timeline.
- warning if startup:home is not defined
- Same comparison functions on Clean output as on Normal Video IO.
- COPRA script fixes
- OSD crashes if you want to apply quick looks to the timeline
- OSD hangs if Shift + Y pressed on mag/card/tape/etc which is not in the database (NEW state)
- Sync point mark (green stick) disappears if sync point is fine-adjusted after manual sync
- Fix for failing post processes in case of more than 7 parameters passed (copra)
- encode templates clean up
- quicktime convert postprocess script fix for pix deliverable on mac os x
- Added debug messages to identify Sound page / VTRoll page exit crash
- python error if shift+S pressed, but no Rush render manager is set up
- Quicktime chapter fast-start fix.
- Handle of slash and backslash in AdditionalMediaPaths on settings page
- Push shot info (/ on sound page) doesn't work on first soundclip
- Updated Copra scripts
- QC comments are not deleted from the QC table
- Fix: Home setting set to .. sometimes

- Backslash character appears in QC PDF report, if underscore used in Scene/Take metadata
- Some user defined custom post-processes fail to run
- OSD crashes if post process uses \$MediaStartFileNumber\$
- EDL black and invalid events not properly handled in OSD
- Element: Node selection is not working on the navigation panel
- all "real time" metadata available in metadata view (U)
- Editing projects settings from the load page takes effect for second load only
- If HUD visible, grade version displaying and grade operations not always working
- Saving encode.xml only when changes applied (to avoid random encode xml corruption)
- Wrong VTRoll TC after rendering from conformed EDL
- Only master/grade roles can add nodes in the node page
- Loading a Cut the audio sync and the TimeCode is wrong
- fix for 10 bit packed phantom (video, not linear)
- File access error causes "QT error" in console and system malfunction
- Fix: after reparse the length and TCin parameters may become invalid
- Fix: encoder list not long enough
- dnxhd mxf support clean up - no crash for unsupported mxf files
- CDL EDL import discards CDLtool setting
- Nodes cannot be added/removed to/from pipeline by Ctrl button. It occurs randomly
- OSD 2747: Setup Project Processing Template crashes
- OSD crashes when saving stereo project during playback
- PIX deliverables should be fast-start
- 8 key doesn't switch to DropShadow slider
- If ARRI Look node selected, navigation not working on CP200-TS panel
- fix for: 0001184: Wrong render folder created if dpx render path is not defined with the .dpx extension
- UI fix: make text input fields longer if string does not fit in settings editor
- Fixed copy nodes to selected/all shots. node connections are maintained
- RED fix: crash if non-HDRx shot is set to be HDRx and is dragged to the blue stillstore
- More failsafe RED HDRx support (if could not decode one of the frames)
- Fix: VTRoll start timecode incorrectly computed for VTRolls like VT113_03
- Fix: random crash if burnin node is used during rendering
- - 24 fps bluray fix
- Fix: possible crash if encoder post batch setting is incorrect
- Result secondary selection for dual view should be retained after reloading timeline
- Grade becomes corrupt if connection to grade files is not stable
- Element panel knob reset->know is always moved accidentally
- keycode crash fix
- Fix: progress bar looks ugly

- fixes: 0001168: Display information message if long EDL is loaded
- fix: length of black EDL events
- Fix: multiple users accessing the same project overwrite the stillstores -> lost stills
- Anamorphic Red fix
- luts are not saved - Ctrl + k - on mac os x
- New quicktime qtstart chapter fix.
- Keycode import from FLEx files fix.
- changing dve2d zoom parameter
- Fix: render does not start as pause state saved in the encode.xml
- Fix: color space detection broken
- Remove the VTRollStereo parsing, as it is no longer supported
- Fix: randomly the first frame of the mpeg is green for dvd renders on mac os x
- Element panel knob sensitivity adjustment
- Sometimes the Element panel the playback buttons do not respond
- Fix: crash when dragging red clip to stillstore
- Read less memory for audio files (caused crash upon load)
- Set the open file limit to 4096 on mac os (caused crash upon load)
- Fix: crash if EDL is loaded with EDLMatchRelativeTC turned on
- Fix: OSD fails to see new magazines if path-translation is used
- Fix: Too long file numbering in file sequences -> crash.
- Fix: need to reload timeline after changing the ShowStereoTools option
- fix: OSD crashes if Source:Timeline selected and Date is clicked in DVD generation window
- Fix: do not call the post-process of an interrupted encoder
- Fix: MXF encoder should not fail if audioTC is invalid (but still gives error message in console)
- Fix for keycode validity check
- Audio fix: timecode based sync sometimes one frame off
- False sectorcorrector warning in console (hbs state)
- Stereography: replaced autoPin with autoFix on the element panel
- Fix: geometric corrections don't work if swap is on on the stereoscopy tool
- Fix for 0001127: OSD crashes if audio mismatch 48000 and 48048.
- Remove big red warning about missing startup XML (annoying upon new install)
- Fix: some CDL files were not imported properly
- Fix: manually slipping the audio +-one or quarter of a frame was not precise enough, causing timecode to jump 2 values when moving a single frame
- Invalid keycode in DPX files cause database corruption
- Fix: ElementPanel and euphonix crash in Primary tool
- Support for "-" character in the EDL tape name
- Fix: tiff and TIFF extensions are also supported as reference images for CDL files

- Fix: black events in EDL timelines have wrong length if project framerate is not 24
- Auto decrease cuda_buffer_num for GTX cards and do not use double gpu threads on gtx 590
- Fix: metadata view U causes crash if there are not 10 datanames listed
- Stereo metadata fixes (dominant eye metadata into deliverables and ALE)
- Fix for 0000894: Tapes not visible on project load screen if .RDM in tape directory name.
- Stereo Metadata flow fix: the left and right eye metadata swapped with stereo swap.
- Remove unused VTrollStereo from database
- Fix: unable to set the colorspace properly in the process pipeline editor
- fix: Dominant eye works fine now with image swap
- Bottom filename+TC font size glitch (shift+E)
- Sector node CP200 fix: you cannot switch back from sector to another nodes and the navigation was not working
- Mac jpeg,tiff saver fix.
- Removing epicplus processing from the code, problem with red rocket quality
- Fix for reading some dpx 10 bit images.
- Stereography flip/flop fixes
- Fix: Stereography point cloud does not comply the global flip/flop setting
- Stereography tool's reset should not reset flip/flop
- Fixing bug in lutlist, faster lut parsing.
- Fix for phantom luxtore conversion
- Stereography fix: brightness difference breaks tracking result
- Setup Project Processing Template window shall save the previously created process template
- Stereography auto-analysis results in black image if computation fails
- Delete the unnecessary .chap files after MOV file generation.
- Fix: flip/flop works with corner pin auto-analysis in Stereography node
- Flex import fix (still work in progress)
- Small metadata window setting consolidated
- primary tool crash if out of memory (on un-supported HW)
- Remove DVE3D node from add tool list
- if template creation window is canceled upon project creation, it does not auto-open afterwards
- Display "Render finished" message only when post scripts are completely terminated
- generate the AAF for mxf files on mac os x
- Depth analyzer UI fix (screen plane)
- Vignette: Reset not working correctly
- bluray chaptering fix for 23.976 and 25 fps
- Render DNxHD bit rate to be displayed based upon project fps rate
- Bad MXF audio rendering with 24 fps film project with 48048 audio.

- Multichannel24 rendered WAV files do not have the same channel as the source
- Fixing analyze tool licensing problem
- Fix: ALE is not correct if ALETapeName is set to CamRoll
- Crash while scrub the audio timeline or click in sound TCs on Sound page
- Processing Arri RAW files of version 4 in header
- Fix for not being able to load Arri Look shots if LutFromMedia is not available
- Fix: "No Result" when not rendering the actual result.
- Fix: primary tool remembers HMS panel layout
- adding Analyze 3D Node to a Mono project instant CRASH
- Fix: crash if LutFromMedia is clicked on the Arri Look node for some specific media
- Fix: Sector corrector crash if wave panel enabled
- Floating window directions fixed in Element panel
- Playback fix: if sound was not synced at startup, then the playback was jittery (mainly on Mac). The problem was that at every frame the sound device restarted.
- Analyze view fixes: Correctly updated analyze view on/off state on hud.
- Analyze view switched off during encode.
- ARRI Look hud fix: wrongly initialized LutFromMedia hud parameter.
- random crash in Stereography analysis
- Fix for rendering with analyze tool
- Fix: wrong tapename (%07 included) in generated MXF file if Filename is used for sequence type timelines (Arri raw / dpx).
- fix: CP-200 BK panel not working properly with the primary tool
- Fix: Show also CamRoll metadata in the PDF report if required
- Fix: CDL info not imported from Arri look XMLs
- More steady playback while video output selected.
- Fix: calculator broken on resize node
- Arri Look tool fixed (crash if there is no CDL node)
- settings/grade/CDLReferenceImageType has no effect on reference DPX files. Both grade and viewing nodes are applied always.
- CDL power inverse direction
- rare crash if frame-step is pressed on the wave panel first thing after loading a timeline
- CP200 - Reset sometimes gives -0.000 default values
- mac embedded dvs output was not working
- CP200 - Reset buttons for Sat/Knee/Roll not working in ARRI Look node
- Fixed wave panel display if waveform is on (sync mode)
- OSD crashes if you change AlignType to LetterBox in Burnin node second burnin
- Embedded audio render crash fix.
- fix: AutoCut detection not stoppable or adjustable ?
- Wrong timecode shown in the Sync columns of the sound page if project framerate is 23.976

- Fix: if a "NEW" timeline is loaded, going to the VTRoll page and back results in "empty timeline" error message
- Fix: VTRoll page malfunction if M is pressed
- Fix: if project settings are opened from the load page, then after loading a timeline no tools are selectable
- "Exit without save" information message is not displayed if you press Shift+ESC
- CP-200 connection fix
- MOS timeline plays noise on Mac.
- Old ARRIRAW file's TC support.
- Fix for the 0000776: Default result for Clean output. If you reload the timeline, the clean output was not working.
- Fixed CP-200 K panel for the CDL node (order of controllers, master resets)
- If synced audio not saved in the database sound is muted: When a new timeline loaded, the sound playback was not working on windows.
- Fix: Failed to initialize more than one panels using Tangent firmware 5.1
- Mac QT: more than 2GB quicktime prores files was not playback correctly because of the new quicktime file handling and the mac seek function.
- Wrong timecode shown in the Sync columns of the sound page if project framerate is 23.976
- unwanted printf in codex import script
- Fix: older version Arri Raw files not loaded into OSD
- Fix: unable to render VTRoll due to corrupt node setup on slate text shot
- Fixing DVD and H264 encode failure/crash if timeline is MOS
- Fix: MediaStereoSlip does not reflect the timecode offset between the left and right eyes as it is supposed to
- Fix for 0000949: 3793: Colorconversion Rest not working
- Fix: some custom post processes failed to call php scripts. (due to missing environment variables)
- Fix: duplicate project does not change/update the media path and the additional media path parameters
- "H" hotkey doesnt work as expected (if pressed repeatedly very quick)
- Fix push button positions on tool HUDs
- Fixes crash upon rendering wild track shots if encoder is connected to Result2-3-4... etc
 - Wild track shots need to be de-assigned and re-assigned to be fixed
- Force exit if DVS card is not responding causing OSD to hang upon exit. Warning message printed in console.
- Cannot edit the project base path in the setting page
- Missing shots as red frames do not appear after EDL reload
- Fixed framerate for wildtrack audio shots
- MXF encoder fails to initialize if source timecode is illegal

- Wild track audio shots not linking in Avid if source container is used as the tape name
- iPad grade saves only one dpx file in case of RGBlin setup
- Load audio at EDL conform
- MXF audio rendering fixes
- TAB button should step back 2 secs and start playing back on the sound page (setting page should be disabled)
- Audio desynchronized after deleting shot
- Hang if Q/W/E pressed on the sound page while playing
- Fixed WAV render regression: no wav is rendered for timeline if first shot is mos
- Stillstore auto-follow fix (find the closest matching shot, and not the farthest)
- fix false database error when loading a timeline ("OSD could not access database script...")
- render process fails if one of the output filenames contain *
- AAF and Audio MXF moved with the video MXF.
- fixes sound page navigation with arrows
- LUTs with upper case characters not properly handled during auto-application
- Enhanced auto-positioning of stillstore (should not always move to the beginning of the stillstore)
- Tapes not visible on project load screen if .RMD in tape directory name
- "Black frame detected" warning message should be refined
- Path translate fix for empty string
- No silent WAV file generated for MOS shots
- MOS shots have zero audio channels in the ALE
- Duplicate project fix: structure of the shots table is copied over
- Wrong thumbnail is saved if working on cut-up movie objects
- DNxHD 145 Quicktime playback fix.
- OSD crashes on "NEW" QT timelines when press Shift+C and END button
- Unable to import specific .ccc and .cdl files

Database Script Changes

- More error messages if update of the LatestGrade table fails (breaking CDL export)
- new DAX|D3 deliverable with auto-creation of FLEx file next to the quicktime mov (DATABASE SCRIPT update!)
- Index page update (ALE generator options)
- Fix: ALE is not correct if ALETapeName is set to CamRoll
- More options to generate FLEx files for DAX upload: transferDate, LabRoll
- Support for TransferDate on ALEGenerator web page.
- Added the ClipNameStereo to the database

- Project webpage is now customizable so that installing the new build does not destroy the changes. The user simply needs to rename customscripts.example.php to customscripts.php and add the custom php/html code there.
- Wrong timecode shown in the Sync columns of the sound page if project framerate is 23.976
- Making the AudioFile field in the DB longer, so long paths fit in even if longer than 150 chars.
- Support for non-standard two-character tape names in uploaded EDLs
- Added getLUTValue function to ALE generator for reference/future use
- PDF generator enhancement (VTRoll vs. LabRoll focus)
- PDF generator enhancement: option in settings page whether the PDF is LabRoll or VTRoll oriented
- Fixed MAG field in QC report (should be the LabRoll instead of the VTRoll)

Known Issues

This list covers some of the known problems with On-Set Dailies which will be resolved in future versions:

- Working concurrently with conflicting roles on the same project (such as two users in “sync” role) may cause metadata loss.
 - WORKAROUND: use different OSD roles (for grading, metadata editing and syncing, rendering) when accessing a projects.
- When inserting a new node into the grade template, older - already processed - timelines or timelines of different camera formats may not load properly (nodes may be disconnected).
 - WORKAROUND: avoid inserting nodes into the grade template that connect directly into global nodes. Insert new nodes between grading nodes.
- Playback may not be real-time if vertical sync is not set properly in NVidia control panel.
 - WORKAROUND: when using DVS/Red Rocket video output disable vertical sync, otherwise enable it.
- Small files are created when rendering selects and non-selects shots.
 - WORKAROUND: remove/ignore the files of very small size manually
- MySQL may not start-up automatically after reboot on the Mac platform
 - WORKAROUND: launch MySQL from the XAMPP control panel manually
- MXF audio renders only 16 bit audio
- No waveforms available for embedded audio
- Embedded audio is only available for Quicktime MOV files (XDCam, RED, MP4 not supported)
- Text selection with mouse-drag not functional
 - WORKAROUND: click in text and select with Shift+left/right arrows